

TOP 20

The Computer + Video Games
Euromax Top 20

1.	Wonder Boy	SEGA
2.	Double Dragon	TECHNOS
3.	Bubble Bobble	NINTENDO
4.	Tiger Hunt	MATTEL
5.	Arkanoid	DATA EAST
6.	J542	CAPCOM
7.	Ghost & Goblins	CAPCOM
8.	Choplifter	NEOGEO
9.	Sky Kid	DATA EAST
10.	Rastan Saga	DATA EAST
11.	Gryzor	KONAMI
12.	Legendary Wings	CAPCOM
13.	Arran Missions	YVSYS
14.	Gun.Smoke	CAPCOM
15.	XX Mission	UPL
16.	Section Z	CAPCOM
17.	Renegade	DATA EAST
18.	Jackal	KONAMI
19.	Exertier	DATA EAST
20.	Exciting Hour	TECHNOS

This special C+VG Top 20 grid game was compiled by Euromax from a nationwide survey.

These games are the current rave raves on the video scene. But what is your all-time coin-op sensation? We'd like to know. Why not write and tell us?

Send your nomination to **Andre Ashton**,

Computer + Video Games' Policy Council, 303-324 Arlington Lane, London EC1R 3AU. And if you're more than 25 words, cut down.



C+VG ALL-TIME COIN-OP GREAT

My nomination is _____

Name _____

Address _____



• Wonder Boy - number 10

• Double Dragon - number 2



EXTRA

WIN: AAANCH.COIN-OP



CONTENTS

Stand by for action — Arcade Action that is. Welcome to the second Computer + Video Games Arcade Action Special, 24 pages packed with seriously essential coin-op information to help you become not only the hottest players but also the best informed.

Not only that. How do you fancy getting your hands on the monster-mash coin op machine *Aaargh!* from Arcadia? Thought you would? Well one of these machines is the top prize in our competition. You'll go *Aaargh!* if you miss out!

This time we have also concentrated on hints and tips compiled by C+VG's Arcade Champion Martin Deems and friends. So get smart and play with Mart.

We also go for the first time C+VG's International Hall of Fame. See how you measure up with the top coin-op players. Perhaps your name is already included.

And we also take a look into the future of coin-ops and at its history.

All this for free. Amazing but true.

• Martin Deems

• *Aaargh!* competition



The Hints and Tips start here

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Top 20 Coin-ops

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HINTS AND TIPS

• *Afterburner* simulator

AFTER BURNER

Go for the burn with the roughest, toughest, ride in town. Sega's *After Burner* will be the toughest evet coin-op to convert to the home computer. So you could be playing this masterpiece of sound and vision in the arcades for sometime to come.

In case you've missed it — where have you been? — here's what it's about. *After Burner*, like *Space Harrier*, puts you into an action-packed hydraulic simulator which gives the feel what it is like to be the pilot of an immensely powerful jet. It's all pitch, yaw and G-forces.

The play of the game remains basically the same throughout the 23 stages. The enemy always fires at your present position. So if you keep moving around you shouldn't get killed. The trouble is that the enemy often fire a "pattern" of shots. Get caught by one of these and you're usually a goner. So watch out.

When you come to the two stages slow right down and blast at anything on the ground. You can usually end up with an extra million pounds for doing this!



• Ground Attack



• Air Attack

HINTS AND TIPS

ALIEN SYNDROME

In Alien Syndrome you have to rescue all of your comrades and find the exit from the alien ship within a given time limit. Ultimately you must destroy the captain of the mothership. There are six ships to clear plus the mother ship.

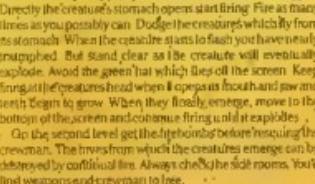
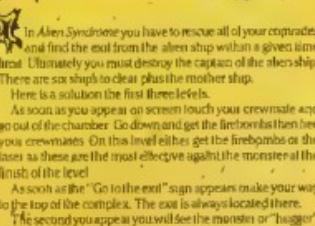
Here is a solution the first three levels.

As soon as you appear on screen touch your crewmate and go out of the chamber. Go down and get the limbo bomb then see your crewmates. On this level either get the firebombs or the lasers as these are the most effective against the monster at the finish of the level.

As soon as the "Go to the exit" sign appears make your way to the top of the complex. The exit is always located there.

The second you appear you will see the monster or "Tugger". Directly the creature's stomach opens starting fire. Fire as many times as you possibly can. Dodge the creatures which fly from its stomach. When the creature starts to flush you have nearly snatched. But stand clear as the creature will eventually explode. Avoid the green hat which flies off the screen. Keep firing at the creature's head when it opens its mouth and jaw and tentacles begin to grow. When they finally emerge, move to the bottom of the screen and continue firing until it explodes.

On the second level get the firebombs before rescuing the crewman. The invasions from which the creatures emerge can be destroyed by continual fire. Always check the side rooms. You'll find weapons under evesman to fire.



When the time comes to move to the exit you will find a monster which looks like a huge eyeball. Shoot through the blue wall with firebombs or laser. But keep a safe distance to help avoid the creature it hurts at you. Keep firing and it will eventually explode.

Now is a tip if you are planning to play with a friend. Always wait until you have loaded a powerful weapon such as a firebomb because when your pal starts playing he will also have the weapon.

You should complete the ship and kill the alien captain in the fastest time you can. If you kill it before the timer gets down to 100 seconds then you will get 60,000 bonus points plus the points for rescuing your comrades. The next tip is harder because you have to kill the captain exactly when the timer gets to zero. If you do this you will get the 60,000 bonus points plus all the extra points you have collected while you were completing the mud. But beware if you get the timing wrong with the countdown and it gets to zero then you will lose a life and have to do the round again.



HINTS AND TIPS

SUPER MARIO BROTHERS

Super Mario Brothers is packed with hidden screens and bonuses. Here are some of the main ones. Other can be discovered by standing on top of tubes and pulling the joystick down. This is a matter of trial and error.

Have you found the extra bonus man at the beginning of world 3.2? All you have to do is jump on the first turtle below it, then roll off the edge to stop it moving.

Push the shell to the right and follow it at full speed so it does

not leave the screen. This will, hopefully knock all the turtles out of its and your path. When the last turtle is "bumped off" you should get an extra man instead of extra points.

There are also beanstalks which you can climb to find a mass of coins in the sky. Try the beanstalks in worlds 2, 1.3, 1, 5.2 and 6.2. After you reach these bonus levels you fall back to the main game only a little further into the game.

There are also warp to higher worlds. Try the tubes in worlds 12, and 4.2.

The game finishes when you rescue the princess from the castle in world 8.4.



BUGGY BOY

Get as many Time gates as possible. These will give you 500 points each when you finish a stage and an extra 2 seconds for the next stage.

Also go through the last five gates on a stage and the end 500 gate will turn into a Time gate. You should be able to 4 Time gates per stage, a total of 20 Time gates for the whole game.

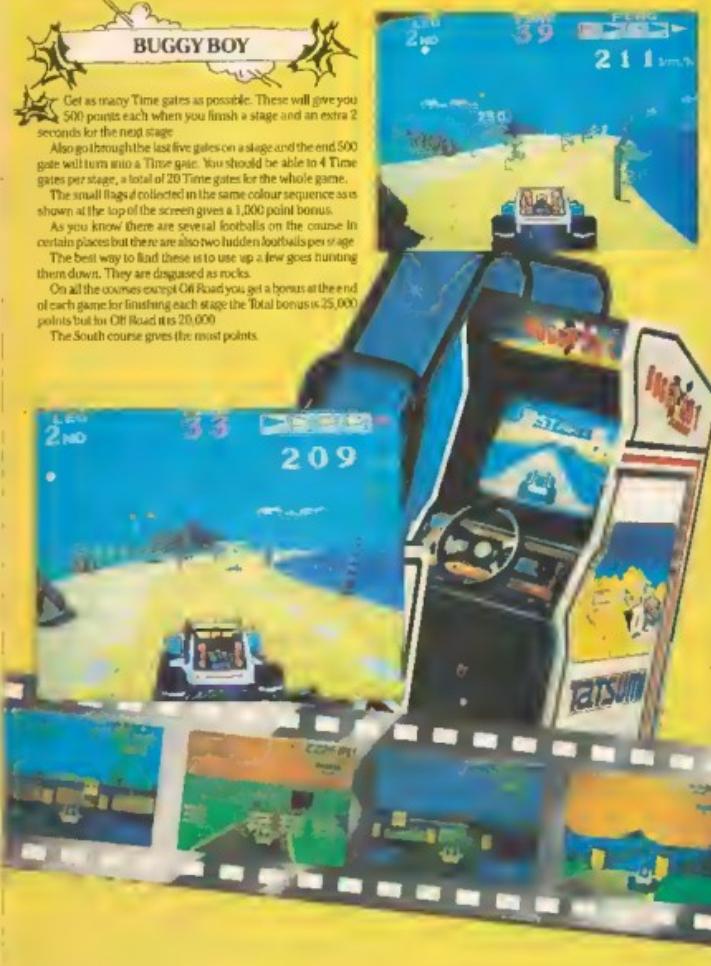
The small flags collected in the same colour sequence as is shown at the top of the screen gives a 1,000 point bonus.

As you know there are several footballs on the course in certain places but there are also two hidden footballs per stage.

The best way to find these is to use up a few goes hunting them down. They are disguised as rocks.

On all the courses except Off Road you get a bonus at the end of each game for finishing each stage the Total bonus is 25,000 points but for Off Road it is 20,000.

The South course gives the most points.



HINTS AND TIPS

ROLLING THUNDER

One of the really annoying things about playing Rolling Thunder is running out of bullets. But you can obtain more. Here's how:

First, go to the armo doors as usual. Then come out again and scroll the door off the screen. Once the door has gone, the machine "forgets" it. You can now go back through the doorway and get more bullets. The only drawback is that it wastes a little time.

OUTRUN

Is this the fastest route to finish the course? Try it and see. First you have to complete the compulsory stage which has gentle curves and just one chicane. At the end of this turn to the right (into the devil's canyon which has sheer rock faces either side). Then turn left into the snowy alps.

At the next choice of turn, take the right route through to the wheat fields. The final turn you should take is right onto the autobahn where you should finish the game.

You will then see the beautiful blonde with the trophy. She will walk right past you and give it to your female companion.



NINJA KID II

There is a way to amass a huge number of points on Ninja Kid II. The secret is to kill each enemy as many times as possible. For example, once you've shot someone, he falls down and stays there until the corpse moves off the screen. You must fall with him and continue to blast him as many times as possible. Each time you hit him you will get an extra 1,000 points. My highest score first screen is 180,000 points. Can anyone beat that?

GAUNTLET & GAUNTLET II

Have you ever wondered why you sometimes get 8,000 points for killing Death with a potion? The reason lies in how many times you shoot him. Each hit for Death changes his score. This is the sequence it goes in -- 1,000, 2,000, 4,000, 8,000, 6,000, 1,000, 8,000. So to get the top score of 8,000 you have to shoot Death eight times.



RETURN OF THE JEDI

On the bike section stay on the middle course, avoiding the temptation to move sideways. You will not hit anything and you will pass through the loops -- and get 5,000 points each time.

It is also useful to bump the bikes into things rather than just blasting them. In this way you collect 1,000 points instead of just 500.

The next tip is for those who have reached the end of level eight. After you have destroyed the reactor you have to turn and get out of the Death Star. On the way out you must kill yourself. The machine will become "confused" as to where to start the game again. It will decide to put you back to the start of level eight. You can then complete the level again for more points. If you are really good you can repeat the process again and again until you have used up all your lives. When that happens you should finish the level and get 100,000 points for completing your Jedi Knight training.

MARBLE MADNESS

You can get an extra 25 seconds by playing doubles with a friend and winning each race. The first to finish will get an extra 25 seconds.



HINTS AND TIPS

APB

When you find the train get in front of it and let it push you across the screen.

It will shove you through a lot of rubbish, after a while you get millions of points. It is a similar sort of bug which was on Paper Boy.



SLAPFIGHT

First, at the beginning of the game you do not fire and let yourself be killed, you will find your second ship comes already equipped with all the wings and homing missiles. This is a useful way to start the game but it does cost a life. Is it worth it? You must decide.

Second, if you manage to get to the blue pond without firing you will receive a 150,000 bonus — plus your ship will be taken to a later stage in the game.

Third, During the game you are given the chance to pick up an extra man by shooting a hidden box, not only that! Hit the box twice and you get an extra 3 000 points.



HANG ON

This tip only applies if you are playing the machine with the sit-on motor cycle. You'll find taking corners a lot easier if you put your feet on the foot pegs.

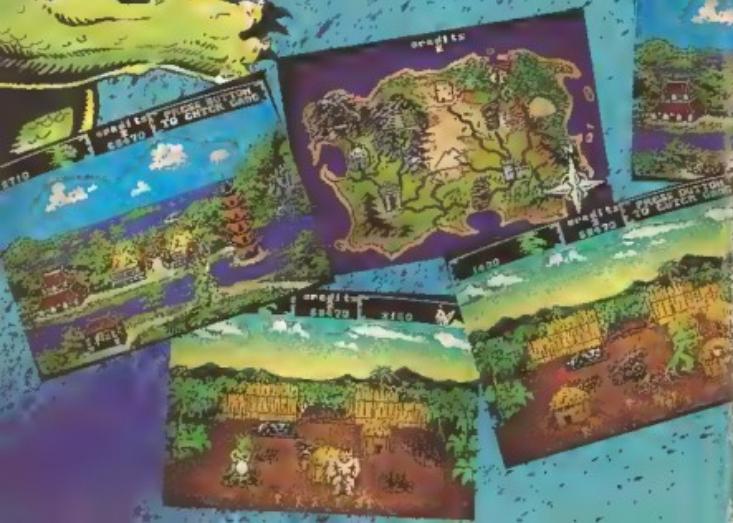
The reason is that there are pressure sensors, there which when activated make sure you will get a better grip on the rear.

AAARGH!



Aaargh! Get ready to do the mighty monster mash and punch, smash, trample, crunch and crush your way through to get your hands on Arcadia's amazing AAARGH! coin-op.

Yes, that is the awesomely attractive prize up for grabs in this C+VG Arcade Action Special. In AAARGH!—soon to be knocking you for six on the home micro—when Melbourne House releases the conversion—you control mighty monsters, one a horned god-like creature, the other like Godzilla—and bulldoze through 11 cities on a lost island on a quest to find the golden dragon's egg.



AAARGH!

You must take on natives, flying fiends and eventually reach the fiery volcano to get the egg.

The graphics are stunning. You'll love it.

And there's more. The five runners-up in the competition will get a copy of the computer game and the next 100 people an Arcadia Arcade poster pack containing posters—Aaargh!, Metropolis, Roadwars and Xenon.

This is what you have to do.

We want you to draw, crayon or paint a picture of the two monsters in AAARGH! in battle. The only limits to this creation will be your imagination. So let your mind's run riot.

Send your artwork, together with the printed coupon to
Aaargh! Competition,
Computer + Video Games,
Priority Court, 50-52
Farringdon Lane, London
EC1R 5AU. The closing date is
February 16th and the
editor's decision
is final.



AAARGH! COMPETITION

NAME _____ AGE _____

ADDRESS _____

COMPUTER OWNED

THANKS FOR THE MEMORIES

Earlier this year a unique collection of old arcade machines was sold off. Great games and great names going under the hammer. Tony Takoushi, C+VG's Hot Gaspiers and arcade addict, visited this palace of delights before it was lost forever. Here's his tear-stained report.

Earlier this year the largest and longest established supplier of arcade machines was due to have a huge clearance sale of old arcade machines and oddments like boards, controllers and the like.

The company concerned is Ruffler and Deith, I know the company from my own dealings (remember my six arcade machines at home?) and I felt I had to see this piece of history before it disappeared forever.

I managed to go up to their warehouse in Hartlepool and get the atmosphere and look of the place in early May just before the sale.

• *Bitter Death*

I feel greatly privileged to have seen all those machines and boards before they disappeared forever.

What you are about to read and see may pictures is a piece of history, every arcade game I could remember (and more) were there, assembled in one place for the very last time.

The four hour journey to Hartlepool is long to say the least. The town is a curious mixture of the old and the new with a swish shopping precinct flanked by buildings that would fit comfortably into a Charles Dickens Novel.

The Warehouse is actually a three storey granite building and is situated in comfortable sight of the coastline.

My main haunt was the basement where the old arcade machines were built after they died. Here many of them had been stripped to the bare frame and anything useful had been removed for spares. Others were lucky and they were simply laid to rest intact.

Most of the equipment was covered in dust, and a lot of it was not given much love. Still, I delved through it eager to find the classics that had given so much joy in previous years. I was



• *Aladdin's Cave*



• *Monopole*

not to be disappointed.

Invader, Pacman, Galaxian, Drivengear, Star Wars, Crystal Castle, Match 3, Robot Invader goes on and—there were all jigsaws.

The boards were simply piled into boxes and many boxes were three or four feet in height. It was a strange feeling pulling out the boards covered in dust, and my hands were frozen! There were boxes full of ROM chips and processors just lying around. Just imagine the number of hours that had gone into designing and building those games.

Moreover from the machines had been neatly stacked in a corner of the basement, again they were covered in dust peppered with bits of boards and controllers.

The basement was amazingly arranged with little alcoves lit around gut of each of the two mainlights. I tried to look in them but it proved too dark and quiet to set what secrets they held.

I also found a pile of stickers and lacca boards (around three feet high) which I hunted through to find some real gems. There were panels from classics like Frogger, Asterix, Galaga, Star Wars, Donkey Kong, Centipede, Pong and Zaxxon. I bought many of these back with me to be framed and put up on my wall at home—this is history.

There were also boards from pinball machines lying around and many glass covered art logos from the machines. Some of these were shattering, they must have taken many, many hours

to create the originals.

I went upstairs to investigate the other floors.

It was an Aladdin's Cave! Everywhere I looked there were banks some 12 deep of arcade machines lined up. Some very old, some very new. 12 Konami WEC Le Mans had arrived that day and were waiting for shipment out, other machines were simply waiting for repair.

The very top floor was dedicated wholly to fruit machines. It was a weird sight all these machines in lines thirty deep, covered in dust and strapped together.

Despite my wandering on the upper floors I ended up back in the basement. I had found new entrance to it and I decided to wade in to investigate. There were half a dozen cabinets bunched together and many of the draws were bulging with papers just begging to be examined.

Wow! Here were ALL the technical manuals for the machines, EVERYTHING, manuals, memos from the manufacturers, schematics, the works!

They were all referenced by manufacturers and then by game title in alphabetical sequence.

There were even confidential memos from the manufacturers to the potential faults in the machines.

I have to say thank you to all the staff at Ruffler and Deith who were an tremendous help to me that day.

Please if you have enjoyed sharing this little bit of history with





• Treasure
those



• Boards of
Delight



• Working
with history



• Gone but
not forgotten



• neon dreams



• Old glamour

FUTURE SHOCK

Generally speaking, the quality of arcade games is exceptionally high. The graphics, sound and game play are continually improving. But what about the future. What innovations can we expect to see within the next five years? C+VG's Deputy Editor Paul Boughton asked Capcom USA president Yoshihito 'George' Nakayama what the future holds.

• Have you checked out Capcom's *Street Fighter*? That's the one with the punch pads which you wallop to get some screen action. It's a neat idea.

• And what about *After Burner* from Sega completed with a moving sit-in cabinet and great sound?

All these games are very impressive today. But what about in five years time? What added to game play can we expect to see?

Yoshihito Nakayama -- known as George -- is president of Capcom USA and is in the right position to know what might come to pass.

Capcom has 150 staff, each with between 15 and 20 people working on new games. He says, "Each game takes between six months and a year to finish. After that they move onto another project."

So you can see the game designers are working way in advance. Mr Nakayama won't give away precise details, of course,

- *Street Fighter*



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• Yoshihito Nakayama

course because of the intense competition among coin-op makers, but he did come up with these possible refinements for the machines of the future:

- with punch pads



• *After Burner* — kiss your senses



• *Street Fighter* — the machine with punch

- 3-D. The technology to produce 3D games already exists but the problem is the glasses but this could be overcome with a special screen in front of the monitor. Meanwhile, Capcom is already at work on 3D games for the Nintendo games console.

- Smell. Imagine a machine giving off a pong as the action hits up. We already have scratch and sniff cards so why not bill, smell and hurt games?

- Voice control. This would be where you shout or say something and the machine will respond. This facility is already being developed for the home micro where your voice will control the action. There is something being developed called the Lipsync. This would plug in to the joystick port and pick up vocal commands. Nice idea eh?

- Machine violence. This would be where the arcade machine darts out a bashing to the player. For instance if you make a mistake you could get a mild electric shock. This facility could get a lot of opposition. Imagine if something went wrong and a mega amount of volts were zapped through your body.

- Brain sensors. This would be where you control the game with commands picked up from your brain. "The technology is created," says Mr Nakayama, "but I don't know whether we can use it for entertainment."

- Touch monitors. This would be where you touch the screen to move objects and carry out commands.

- All good stuff. Just imagine the arcades of the future! Everybody yelling at their machines, punching the screens, the floor littered with corpses zapped when their brain sensors overloaded, and the air filled with the scent of sweat, blood, cordite and burning rubber.

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HALL OF FAME

* Are you an arcade hot shot just waiting to be discovered? Are your high scores the talk of the town? Are you good enough to deserve a place in the Computer + Video Games International Hall of Fame?

Yes, for the first time we print the top high scores from across the world. How do you measure up?

If you have done better why not let us know and join the fame game.

Send in your high scores NOW. We're interested in scores of new games of course, but don't forget the oldies but goldies.

Send your scores to International Hall of Fame, Computer + Video Games, 'Priory' Court, 30-32 Farringdon Lane, London EC1R 3AU.



803 1100.90 Jim Deppas, Kansas, Wichita
729 2115.00 Ken Perlman, Atlanta, Georgia
1342 1000.00 Wayne, Bradenton

Sag Fly-Ants 4,811.00 Tim McRoy, Phoenix, Arizona
Alice Attack 1,196.00 Tim McRoy, Phoenix, Arizona

Alex Pyramids 275.00 Edo Parmentier, Haarlem, Netherlands
Aerobics 337.00 Charles DePinto, Arkansas

Cyber Sky 511.00 Eric Orlitz, Astoria, California
Astalar 722.00 Todd Lark, Kenosha, Wisconsin

Art Fatty 100.00 Freddie Merrill, Trull British Columbia, Canada

Anglins 287.00 Chris Fidrich, Los Angeles, California
Arkansas 170.00 Joseph P. Los Angeles

Crash Attack 170.00 Tom Lurie, Buffalo, Ohio
Kensuke Car 100.00 Roger Iatta, Kenosha, Wisconsin

Age Wreaths 100.00 Mark Hynes, New York
Affection 100.00 Dennis Koenig, George, New York

Adventure Deluxe 247.00 Kevin Gentry, Lake Charles, Louisiana
Atom Blaster 16.00 Jim Phillips, Naples, California
Atomic Blaster 16.00 Radio, Jönköping, Sweden

Adjust & Breaker 27.00 Brian Miller, Kenosha, Wisconsin
Amazone 143.90 Dennis Barnes, Ottumwa, Iowa

Baby Pac-Man 1,225.00 Harry Shepard, Ottumwa, Iowa
Ballistics 160.00 Gary Hart, Los Angeles

Barney 5,810.00 Gerry McClellan, Fletcher, British Columbia

Barbie Party 100.00 Gary Hart, El Monte, California
Batterfly 10,000.00 David Palmer, Cypress Heights, California

Bearcat 100.00 Ron Bailey, Shirley, North Carolina
Beast (Frost) 114.00 Bo Bailey, Shirley, North Carolina

Becky Wild 100.00 Jim McDaniel, Highland, California
Star Pilot 1,000.00 Yoshihiro Ota, Aomori, Japan

Bioscience 3,100.00 Jim McDaniel, North Scotts, Canada
Taming Beasts 1,250.00 Richard Lewis, Kenosha, Wisconsin

Treat Out	1029	Riley Jensen, Kansas, Waukesha
Hi-Power	1,061.97	Joe Malmsten, Anchorage, Alaska
Bubble Bobble	4,791.20	Kriss Bradley Blackburn, Lance
Sack Rodgers	1,016.45	Kelly Kremer, Santa Maria, California
Jump & Jump	2,415.15	Beth Hartlage, Lansing, Illinois
Turquoise	4,970.55*	Bill Mitchell, Ft Lauderdale, Florida
Caravel	251.70	David Schooling, Warrensburg, Missouri
Catch 22-Combat	4,532.95	Jeffrey DePinto, Andover, MA
Desertide	16,395.54*	Jim Schaefer, Spring Valley, California
Cerebus	100.50	Robert Haugan, Seattle, Washington
Oktopher	345.20	Joe Stavis, Kenosha, Wisconsin
Charge Lines	7,208.81*	Single Beat, Santa Maria, California
Choplifter/Boardwalk	1,130.50	Gas Papaya, Upland, California
Claymore	219,569.35*	Dave Hauer, Austin, Texas
Computer	2,216.00	Michael Kase, Seattle
Conan & Dagger	1,254.80	Charles Dukling, Anchorage, Alaska
Cliff Hanger	1,610.00	Steve Harris, Kansas City, MO
Commando	2,952.10	Jeff Peters, Lynnwood, California
Contra: Gryzle	1,483.60	The Cannon, Naples, Texas
Contra: Allies	1,165.70	Greg Glasser, Anaheim, California
Conqueror Avenger	137.280	Ben Swanson, Kenosha, Wisconsin
Creshed	1,164.140	Wes Hipp, Mayberry, California
Crown	11,305.00	Pat Harmon, Auburn, Alabama
Crystal Castles	204.741	Don Neuer, Asbury, Illinois
Danger Zone	4,825.00	Mark Alpine, Louisville, Kentucky
Dark Patrol	9,034.800	Don Neuer, Asbury, Illinois
Daedalus	85.00	Scott Young, McWayne, Illinois
Damnation	76,317.50*	Richard Cromwell, Janesville, California
Depth Charge	4,120.00	Bart Jennings, Durban, North Carolina
Dig On	4,185.00	Phil Ruckard, Miami, Florida
Digger	37.40	Ken Arthur, Blacksburg, Virginia
Doctor Who	18,000.00	Mark Peterson, Kenosha, Wisconsin
Devilish Man	157.07	David Breggins, Syracuse, New York
Destry King	30,104.00	Jeff Peters, Beachwood, Ohio
Destry King Jr	147.700	Bill Mitchell, Ottawa, Ontario
Destry King 3	2,192.100	Lloyd Bramson, Honolulu, Hawaii
Dragon's Lair	987.974	James Miller, Mount, Florida
Dragon's Lair II	1,481.251	John Thorne, Vancouver, British Columbia
Dragon's Lair III	2,419.00	Genova Helicopters, Wenatchee, Washington
Eagle	300.040	Sam Blackburn, Wrightsville Beach, NC
Electric Yo-Yo	1,075.370	Alta Matron, Pensacola, Florida
Elmendorf Action	148.000	Peter Brounen, Holland
Edeminator	59,800.500	Nari's Kaenyaers, Fort Dodge, IA
Empire of the Back	1,345.140	David Palmer, Chino Heights, California
Endless Racers	41,913.817	Jeff Goh, Ft. Lauderdale, Florida
Engines II	23.240	Ken Smeaton, Kenosha, Wisconsin
Faceoff	296.200	Janea Hillard, Upland, California
Fatman	183.000	Joe Justice, Anchorage, Alaska
Firecracker	550.220	Melvin Priddle, Kent, UK
Eyes	23,222.302	Ronny Gibell, Lake Odessa, Michigan
Fuzzney	261.220	Ron Morris, Trel, British Columbia
Giant Freddie	22,256.580	Bert Zelton, Kenosha, Wisconsin
Fox	26.581	Greg Miller, Anchorage, Alaska
Fire-Corder	8,270	The Viper, Ottumwa, IA
Fluffles 20000	707.170	David Palmer, Chico Heights, California
Fire Trap	117.000	Greg Hart, El Monte, California
Flicky	3,895.780	Neil & Steve, Fairmount, Belize, UK
Food Fight	141,102.390	Ken Diamant, Santa Maria, California
Frenzy	4,804.540	Mark Smith, Valley, NC
Frogger	142.020	Mark Reback, Lakewood, California
Frostbite	399.967	Jeff Peters, Upland, CA
Futura Spy	1,365.350	Joey Wizewski, Waukesha, WI
Gaga	1,276.190	Jim Vollstedt, Breck, CO
Gaga 2/Gapto	1,325.560	Bill Johnson, Del Rio, TX
Gekko	395.710	Perry Rodgers, Fayetteville, AR
Global Catoline	1,554.700	Simon Lemke, Ireland
Graffiti Break	480*	Carla Gosselin, San Jose, CA
Glauber	4,110.180	Stephen Gore, Austin, Texas
Gold Bag	175.190	Steve Peterson, Vancouver, WA
Goombas	249.903	RAC Carpet, Somerville, NJ
Gore	3,770.000	Jason Smith, Midland, Texas
Grand Champion	151.493	Craig Sarchak, Sesame, WI
Grand Prix	2.34	John Pratt, Adrian, MI
Gremlin	1,722.200	Raymond Moulder, Boulder, CO
Great Gems	1,916.540	Mike Harlan, Media, PA
Guardian	1,756.650	Will Cawood, Atlanta, GA
Guzzler	1,876.700	Chris Brown, Swansboro, Wales, UK
Gymnas	455.090	Gary Hart, Nashville, CA
Gymn (On/Off)	31,302.450	Anthony Jenkins, Stratford, CT
Hang-On (Side)	13,155.520	Richard Petrelli, Hermosa Beach, California
Head-On	300.000	Mark Davis, Peterborough, UK
Hegemon Alley	7,728.300	Chris Ayala, Miami, Florida
Hercules	3,100.000	Jack Galt, Tampa, Florida
Hijack	1,109.000	Gary Spencer, Edgartown, MA
Hong-On (Side)	33,302.450	Greg Gause, Monroe, Illinois
Hong-On (Top)	13,155.520	Martin Denner, Peterborough, UK
Hot-On	300.000	Chris Ayala, Miami, Florida
Hug-A-Guy	7,728.300	Jack Galt, Tampa, Florida
HyperGym	3,100.000	Gary Spencer, Edgartown, MA
Ice Cold Beer	179.600	George Gause, Monroe, Illinois
Ice Warriors	1,114.000	Walt Fries, Carlsbad, California
Indestructo	1,189.740	U.S. Robot, Alameda, CA
Interstellar	240.000	Phil Ruckard, Miami, Florida
I-Tobol	138.550	Jeff & Gail Kizer, Atlanta, GA
Jack & Gail Kizer	9,811.950	Mike Klug, Lewis, Illinois
Jailbreak	205.000	Mark Deems, Peterborough, NH
Justify	12,140.800	Clark Cross, Stroudsburg, Ohio
Just! New Chip	183,599.530	Albert Rooney, Seattle
Just! Old Chip	301,632.000	Beavis & Butt-Head, Washington, DC
Jump Ring	856.150	Allen Ray, Millington, Texas
Jumpin' King/West	1,140.220	Michael Tolentino, E. Rochester, NY
Jungler	140.720	Joe Stultz, Glendale, WI
Jeep Man	211.000	Xavier Fisher, Milwaukee, WI
Just! First	30,000.000	James Thomas, Liverpool, UK
Karate Clever	228.900	George Walker League City, Texas
Kick & Kick Mak	1,875.000	Tom Brady, Cleveland, Ohio
Kicker	1,225.000	RAC Carpet, New York City
King & Ballons	21.900	Kevin O'Hearn, Haverhill, NC
Kris	1,787.000	Steve Morris, Kansas City, MO
Kruell	5,000.000	Hill Walker, Upland, California
Kung Fu Master	1,349.000	Brian Calow, Clinton, MD
Lady Bug	128.900	Eric Bellion, Casuarina, CA
Legendary Wigs	510.000	Steve Miller, Bakersfield, CA
Leybreakers	305.500	Walter Muller, Lemoore, California
Liberator	815.000	Sara McElroy, Anchorage, AK
Lock-N-Claw	12,060	Jeff Priller, Oklahoma, OK
Ludo Masters	121.680	Paul Williams, S. Portland, ME
Ludo Advisor	160.340	David Leitch, Roswell, New Mexico
Lumping	1,424.070	David Tinkler, Friendswood, Texas
Lust Tusk	45,717.020	Bill McLean, Ottawa, Ontario, CA
Lunar Lander	1,370	Mike Hart, Hazelwood, NJ
MACHO (Fighter)	153.000	Randy Allbright, Anchorage, AK
MACH 2 (Border)	211.000	Randy Allbright, Anchorage, AK
Mad Creator	214.950	Jack Galt, N. Wheatland, Florida

Nad Pictures	154-420	Mark Sollers, Grand Rapids, MI
Magical Sport	15-518	Brian Miller, Kenosha, WI
Maje's Haven	1 549-934	Evee Craft, Gadsden City, TN
Water Trax	1,123-734	Thomas Carter, Gadsden City, TN
Happy	573-546	Mike Reynolds Seattle, WA
Marie's Madness	187-345	Susan Sacapuntas, Peninsula, CA
Marv's Trees	3,481-550	Perry Rodgers, San Luis Obispo, CA
Mark	4 307-450	Howard Ohlman, Charlotte, NC
Hat Matrix	3,302-750	RACI Corporate New York
May I'm 2002	59-239	David Leighly, Honolulu, Hawaii
Mazzy Blues	1 950-800	Tyler Beckford, Anchorage, AK
Megatouch	323-780	The Soak, Kenosha, WI
Meganette	2,233-600	Taylor John, Arco, Idaho
Mel's People	4 851-953	Jay Schreiber, Stinson Beach, CA
Mr. Gold	10-200	Stan Saksigian, Del Ano, California
Mister Comedian	1 729-038	Veter All, Spa Francisco, California
Monster GF	3,389-7	Robert Pappert, Saltfield, RI
Monstar Bank	401-418	Bob Lynch, Kenosha, WI
Maven Cresta	112-120	Mihalyiak, Anchorage, Anchorage, AK
Maria Tostes	1 214-500	Mark Borchick, Mt. View, California
Moon Skirtie	36-370	Mike Perez, Kenosha, WI
Mona Wora	1 851-530	Zeney Miller, Kenosha, WI
Morraine USA	2,054-100	Lee Holden, Ottumwa, IA
Mosserstrip	1 087-600	EEF Hyattland Dallas, TX
No Del	31 030-300	David Breyer, London, Ontario, Canada
No De's Castle	479-579	Lee Taylor, Indianapolis, IN
No Fr. Max	37-1300	Carol Agno, Vicksburg, MS
Noel Whistle	2,051-570	Janet Gengenbach, Miami, Florida
Mystic Marathons	4,000-600	Chey Swart, Anchorage, AK
Nu Defenses	1 123-000	Paul Karaman, Kenosha, WI
Nuggety Bay	1 245-065	Xin French, Trail, British Columbia, CA
Nuker	1 001-01200	The McWay Gangsters 14
NightStreaker	3,63-300	Dave Abbott, Los Angeles, California
N.Y. Captain	5,693-500	Robert M. Lepke, Myrtle Beach, SC
Oceans Race	3,280-600	Thomaristic, Urbandale, IA
Old Ray	1 297-102	Robert Jackson, Austin, Texas
Parx Rat	5,08-875	Jeff Peters, Anaheim, California
Pedant	4 120-1002	Mark Hendrie London, UK
Per Man	3,50-100	Christopher Burner, Laramie, WY



Per Man Plus	3,212-800	Shaneen Rynn, Upland, California
Paperboy	1,13-135	John Feltz, Del Ano, California
Pesos	1 011-370	Rodney Bay, Canberra, Australia
Phoenix	167-325	Mark Gottschall, Miami Beach, Florida
Pinatas	1 16-200	Patricia Del, Charlotte, North Carolina
Polaris	78-300	Cyril Berrioz, Grantham, United Kingdom, CA
Pole Position	67-350	Lyn Lapler, San Jose, California
Pole Position II	1 03-84-100	
Pole Position II	81-370	Jeff Peters, Carlsbad, California
Pole Position II	78-300	Leigh Dahlberg, Anchorage, AK
Pole Position II	76200	Jeff Peters, Del Ano, California
Pole Position II	10-165	Kathy Weverling, Anchorage, AK
Pole Position II	10-165	Kathy Weverling, Anchorage, AK
Pon-Pon	123-545	Larry Young, Dietrich, IA
Ponytail	1,029-220	Mark Kister, Parkersburg, VA
Popeye	1 018-430	Orlando Acosta-Diaz, Hermosa Beach, CA
Put of Gold	1,119-520	Eddie Leach, Lewis, IL
Push & Go	1 018-500	The Uyden, Los Angeles, California
Pusher Drive	809-911	Greg Coates, Prairie, IL
Puzzler/Puz Man	1 018-500	Tracy Miller, Kenosha, WI
Puke-O-Rama	70,255-597	BAC, Carpetas, New York
Q.B.I.	1 018-301	Alice Jackson, Chicago, IL
Q' Bert	3,073-320	Bek Gerhard, St. John's, Alberta, CA
Qix	1 558-824	Jeff Peters, Lycoming, Virginia, VA
Qix II	276-195	Donald Chaffee, Pleasantville, New Jersey
Question	2,116-240	Edward Carpenter, Toronto, Ontario, CA
Radioscope	117-200	Todd Anderson, Ottumwa, IA
Refresher	329-000	Tom Terrell, Antioch, California
Fatty's	1 017-600	Chris Kasula, Parkersburg, WV
Ranger	1 019-922	Rob Hausey, Streamwood, IL
Red Alert	1 020-100	Steve Harris, Kansas City, MO
Red Baron	310-130	Richard Watson, Lakewood, California
Red Clay	94-180	Mark Huff, Ottumwa, IA
Requiepe	220-180	Todd Houston, Hermosa Beach, California
Rescue	1 020-135	Great Kapte, Edinboro, Alberta, CA
Return of the Jedi	1,200-210	Martin Deacon, Pensacola, FL
Rip Off	59-286	Pete Sweeney/ Ben Peters, Napa, California
Rivet Pitiful	4,245-500	Sean Looney, New, Arizona
Road Runner	2,027-620	Mark Baker, New York
Rainbow	58-150	Callie Hugueny, Houston, Texas
Robotron	500-1500	P. C. Cole, Carroll, Wales, UK
Round Up	1 016-305	Chris Petersen, Kenosha, WI
Route 14	43-200	Phil Setters, Hazelwood, WI
Road & Attack	447-140	Dene Lopez, Cooper, NY
Ryder	1 020-250	Kathy Bradley, Lancashire, UK
Sarge	1 017-575	Dale Klein, Houston, Texas
Sergeant of Hell	55,525-525	Mike Ward, Madison, WI
Sensuella	945-950	John Harman, Wrightsville Beach, NC
Sexton Z.	1,569-520	E. Murphy, Las Vegas, NV
Side Arms	1 012-100	Jeff Peters, Kenosha, WI
Sister	161-305	Chris Estery, Whitening, Madison, CA
Sister	197-830	Michael Weber, Kenosha, WI
Snappy Jack	51-290	Mark Cekler, Charlotte, NC
Sister Pie	1 013-700	Russell Palmer, Enterprise, AL
Sister Queen	200-100	Troy Vanover, Lancaster, IL
Soul-San	3,140-500	Jeff Peters, Cincinnati, California
Space Ace	217-700	Steve Joseph, Upland, California
Space Ace	523-720	David Plummer, Ragin, Sea, CA
Space Dragoon	10,655-910	Ben Luigi, De Mijena, JA
Space Fury	222-100	Gwen Hawkins, New, Handsworth, M5
Space Hunter	1 010-500	Matthew Perdue, Kent, DE
Space Invaders	25-100	Sandy Shaw, Victoria, British Columbia, CA
Space Invader Defense	423-130	Mark Baker, Holyoke, MT
Space Odyssey	2 010-000	Carly Gaskins, Holyoke, MT
Space Panic	1 010-500	Karen Clark, Columbus, OH
Space Station	3,245-400	Don Salazar, San Jose, California
Space Wars	14	Michael Hale, Brookline, NC
Space Zap	220-800	Mike Jones, Ottumwa, IA
Spender	1 011-000	Scotty Williams, Wrightsville Beach, NC
Speed Buggy	104-100	Mark Baker, El Monte, California
Speed Buggy	151-870	Dwayne Corcoran, Brem, California (North)
Speed Buggy	177-800	Mark Foster, Brem, California (South)
Speed Buggy	105-410	Tim Moreton, Virginia Beach, VA
Speed Busters	180-230	Mark Baker Areas, New York
Speed Busters	106-400	
Speed Bomber	106-500	Donna Yost, Austin, Texas
Spiders	1,225-600	BRI MILLS, Wilmette, Illinois, NC
Spinal Tap	17	Clancy Ingles, Ottumwa, IA
Spy Hunter	3,512-590	Paul Dean, Upland, California
Star Castle	7,482-500	David Palmer, Laramie, California
Star First	5-700	Laura Curran, Greeley, NC
Star Gate	71,473-400	Yager Magnum, Durham, NC
Star Rider	\$25,500	David Palmer, Citrus Heights, California
Star Trek	180,027-500	Tim Collins, Dayton, Ohio
Star Wars	1,669,000-812	Mark Baker, Dave Robert, Milwaukee, Indiana, USA
Stasher	53-979	Cody Jones, Rockford, MS
Stampede	1,012-100	Keith Deacon, Ft. Lauderdale, Florida
Stringy X	54,999	David Palmer, Citrus Heights, California
Star-Tac 3-D	1,041-100	The McGraw, Anchorage, AK
Super Bassinet	1,294,100	Mark Evans, Denver, MT
Super Colors	181,470	Steve Evans, Austin, Texas
Super Marie Bros.	1,052,800	Stephens Sparks, Austin, Texas
Super Missile Attack	16-315	The Shau, Smithfield, RI
Super Mario Bros.	30,310	Robby Jensen, Kenosha, WI
Super Pac-Man	853-940	Bill Detack, Colorado, New Jersey
Super Peach-Out!	382-500	Sam Jacobs, Anchorage, AK
Super Zazzane	300-300	Greg McLean, Halifax, Nova Scotia, Canada
Swimmer	50,430	Steve Hurni, Kansas City, MO
The Scan	100,524-200	Chris DeBose, Durban, South Africa
Tell Gunner	14,500	Scott Mandia, Naples, Italy
Tremor	2,000-000	Gary Sperry, Isle of Wight, UK
Topper	9,663-625	Mike Work, Madison, WI
Torg	33-240	Paul Bussell, Trail, British Columbia, CA
Trot	1,729-320	Hector Cruz-Vasquez, Hermosa, Puerto Rico
Tree-Hard Fight	251-100	Mike Navy, Santa, KS
The End	47,060	Perry Rogers, Napa, California
Tree Fun	145,500	James Adams, Abilene, Texas
Tree Fun	9,458-110	Nike Davis, Salisbury, MD
Treehouse	2,050,000	Mark Baker, New York
Tiger Hell	1,150-640	Larry Hart, Storyville, TN
Tire Pilot	10,000-000	Jeff Peters, Upland, California
Time Pilot '84	1,63,300	Summer Johank, The Melon, IA
Top Gunner	351,000	Rick Frost, Herndon, CA
Track & Field	1,789,500	Nick Roberts, London, UK
Tree	12,683,630	Robert Bassett, Kirkland, WA
Tropic	5,020,000	Deany Carrasco, Westwood, CA
Tunno Head	82,330	Chris Davis, Charlotte, NC
Turtle Head	2,358,540	Jeff Peters, Upland, California
Turdus	20,900	Rick Prich, Ottawa, ON
Turnaround	1,025,147	Mark Baker, San Jose, California
U.S.-I	288,800	L. Whittington, Birmingham, UK
Uni-Power	45,950	Ed Clifford, Palm Harbor, Florida
Up a Down	347,500	Sara Jacobs, Anchorage, AK
Vasquez	317,110	Thomas Chacka Vasquez, Texas
Venture	325,400	Ed Kopey, McWayne, IL
Vertigo	525,871	Deon Naury, Cedar Rapids, IA
Vertigo	595,930-938	Mashed By the Wrightsville Beach, NC
Victory Band	1,241,030	"Star Celia," Austin, Texas
Victory	1,245,100	Steve Hart, Kansas City, MO
Wild Cards	1,027,250	Mike Ferguson, Mesa, California
Wild Western	1,089,400	Richard Elm-Hig, Laramie, Wyoming, CA
Wizard of War	1,215,000	Linda Capel, St. Louis, City, IA
Wizard of War	381,000	Elaine Baker/Mike McGee, McHenry, IL
Z	1,041,000	Elaine Baker/Mike McGee, McHenry, IL
Zen	3,082,800	Donna Baker/Sarah, Washington, DC
Zoroms	61,120	Steve Webrekk, Kenosha, WI
Zotoms	3,429,591	Eve Birth, Las Vegas, NV
Zotom's Peak	792,051	Leslie Baker, McWayne, IL
Zor	1,067,170	Erie Hines, Madeline, WI
Zor Kooper	29,053,700	Zor Kooper, Atlanta, GA
ZYZZYXXX	1,969,610	Kris MacMillary, Trail, British Columbia